



An Electronic Image Processing System is a collection of discrete imaging modules, keyers or colorizers for example, each consisting of a number of controls which allow for specific image treatments and manipulations. When the artist changes the position of knobs or switches, different image modifications result. In an Image Processing System, then, the artist has control over a very large number of image changes. The creation of complex sequences of imagery can be difficult to achieve or repeat, due to the difficulty of accurately positioning the great number of knobs or switches must be controlled by hand.

The General Purpose Interface is a custom-designed system which connects a small 8 bit computer to analog video imaging devices. In the presentation today the analog image processing system used was designed by Dan Sandin. The General Purpose Interface allows the artist to design signals which in effect control these knob changes through computer program control. With this system the manual changes in the position of knobs or switches is controlled by the computer through the General Purpose Interface. The introduction of a computer allows the changes in imagery to be pre-programmed and are therefore repeatable.

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